AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the subject application:

Listing of Claims

1.-30. (Cancelled)

31. (Currently Amended) A method comprising:

without using an executing CPU, accessing a packet template in a memory, the packet template [[~~including at least two protocol layers , each of the at least two protocol layers including at least two static fields~~]] having at least one static field; and

in response to an indication of an event, generating on an integrated circuit , without executing full network layer software stacks or a CPU for each protocol layer, a packet [[on an]] using the integrated circuit, the packet based on the packet template.

32. (Previously Presented) The method of claim 31, additionally comprising transmitting the packet to a communication controller for transmission over a shared medium.

33. (Previously Presented) The method of claim 31, additionally comprising generating the packet template in response to receiving data tabs used as the packet template.

34. (Cancelled).

35. (Previously Presented) The method of claim 33, wherein one of the at least two protocol layers includes an SNMP (Simple Network Management Protocol) layer.

36. (Previously Presented) The method of claim 35, wherein the generated packet includes a SNMP trap PDU (protocol data unit).

37. (Previously Presented) The method of claim 31, wherein the integrated circuit comprises an ASIC (application specific integrated circuit).

38. (Previously Presented) The method of claim 31, wherein said generating the packet comprises inserting one or more non-static data into the packet.

39. (Currently Amended) A method comprising:

receiving data to be used to create a packet template;

generating in a CPU the packet template, the packet template including [[~~at least two protocol layers , each of the at least two protocol layers including at least two static fields~~]] at least one static field;

while the CPU is asleep, storing the packet template in a memory; receiving an indication of an event; and

while the CPU is asleep, generating [[on]] with an integrated circuit, without executing full network layer software stacks for each protocol layer, a packet based on the packet template.

40. (Cancelled).

41. (Previously Presented) The method of claim 39, wherein one of the at least two protocol layers includes an SNMP (Simple Network Management Protocol) layer.

42. (Previously Presented) The method of claim 41, wherein the generated packet includes a SNMP trap PDU (protocol data unit).

43. (Previously Presented) The method of claim 39, wherein the integrated circuit comprises an ASIC (application specific integrated circuit).

44. (Previously Presented) The method of claim 39, wherein said generating the packet comprises inserting one or more non-static data into the packet.

45. (Currently Amended) An apparatus comprising:

an integrated circuit having:

a memory to store at least one packet template , the at least one packet template having [[~~at least two protocol layers , each of the at least two protocol layers including at least two static fields~~]] at least one static field; and

a packet generator to generate on the integrated circuit while an associated CPU is asleep , without executing full network layer software stacks for each protocol layer, and in response to receiving an indication of an event, a packet based on one of the at least one packet template.

46. (Previously Presented) The apparatus of claim 45, additionally comprising an event processor to receive an indication of one or more events, and to notify the packet generator of the one or more events.

47. (Previously Presented) The apparatus of claim 46, wherein one of the one or more events includes a software-generated event from a CPU (central processing unit).

48. (Previously Presented) The apparatus of claim 46, wherein one of the one or more events inclues an external event.

49. (Previously Presented) The apparatus of claim 48, wherein the external event is polled from a device.

50. (Previously Presented) The apparatus of claim 46, wherein:

the event processor additionally sends an event code and event data to the packet generator; and

the packet generator generates a packet based on one of the at least one packet templates by:

accessing the packet template in the memory, the packet template including a partial checksum;

storing the event code an event data in the packet template;

calculating a complete checksum based on the partial checksum, and based on the at least one static field;

storing the complete checksum in the packet template; and

transmitting the packet template to a communication controller for transmission over a shared medium.

51. (Previously Presented) The apparatus of claim 45, additionally including a bus control module to receive at least one packet template from a CPU (central processing unit).

52. (Previously Presented) The apparatus of claim 51, wherein the bus control module additionally receives a partial checksum from the CPU.

53. (Previously Presented) The apparatus of claim 45, wherein the packet comprises an SNMP (Simple Network Management Protocol) trap PDU (protocol data unit).

54. (Previously Presented) The apparatus of claim 53, wherein the SNMP trap PDU comprises a UDP (User Datagram Protocol) packet portion.

55. (Previously Presented) The apparatus of claim 54, wherein the complete checksum is stored in the UDP packet portion.

56-72. (Cancelled).